

INDIANA JONES

and the
FATE of ATLANTIS™



A GRAPHIC
ADVENTURE
BY
HAL BARWOOD



HINT BOOK

Indiana Jones[®]
AND THE FATE OF ATLANTIS[™]

THE HINT BOOK

Credits

Hint Book by Judith Lucero
 Hint Book Design by Mark Shepard
 Product Marketing Manager: Robin Parker

Indiana Jones and the Fate of Atlantis Story and Design
 by Hal Barwood & Noah Falstein
 Produced by Shelley Day
 Project led by Hal Barwood
 Programmed by Michael Stemmler, Ron Baldwin,
 Tony Hsieh, Sean Clark, and Bret Barrett
 Additional Programming by Kalani Streicher
 Lead Artist: William L. Eaken
 Background Art by James Alexander Dollar, Mike Ebert,
 and Avril Harrison
 Lead Animator: Collette Michaud
 Animation by Avril Harrison, Anson Jew,
 and Jim McLeod
 Additional Art and Animation by Mark J. Ferrari,
 Sean Turner, Martin "Bucky" Cameron, and
 Brent E. Anderson
 Indiana Jones Theme Music Composed
 by John Williams
 Original Music and Arrangements by Clint Bajakian,
 Peter McConnell, and Michael Z. Land
 Music Re-Orchestration by Robin Goldstein
 and J. Anthony White
 Lead Tester: Wayne Cline
 Quality Assurance by Howard Harrison, Tabitha Tosti,
 Patrick Sirk, Kristina Sontag, David Maxwell, David
 Wessman, Bret Mogilefsky, and James Hanley
 Additional Testing by Jo Ashburn, Leyton Chew,
 Justin Graham, Chip Hinnenberg, Kirk Lesser,
 Ron Lussier, Eli Mark, Dave Popovich, Jon Van,
 and Ezra
 Music Produced by Peter McConnell
 Sound Effects by J. Anthony White, Robert Marsanyi,
 and Clint Bajakian
 SCUMM™ Story System by Ron Gilbert,
 Aric Wilmunder, Brad P. Taylor, and Vince Lee
 iMUSE™ Electronic Music System by Michael Z. Land
 and Peter McConnell

The Staff of LucasArts Games:
 General Manager: Doug Glen
 Director of Development: Kelly Flock
 Associate Director of Development: Lucy Bradshaw
 Director of Business Operations: Jack Sorensen
 Manager of Planning and Analysis: Steve Dauterman
 Public Relations Manager: Sue Seserman
 Marketing Assistant: Marianne Dumitru
 International Coordinator: Lisa Star
 Product Support Supervisor: Khrist Brown
 Product Support by Erin Collier, Mara Kaehn,
 and Livia Mackin
 Computer Systems Supervisor: James Wood
 Computer Support by Thomas J. Caudle
 and Randy Spencer
 Direct Sales Manager: Jo Ellen Reiss
 Direct Sales by Rita Bullinger-Allen, Wendy P. Judson,
 Kerre Mauel, and Gabriel McDonald
 Administrative Support by Annemarie Barrett,
 Meredith Cahill, Jo Donaldson, Lex Eurich,
 Deborah Fine, Michele Harrell, Brenna Krupa
 Holden, Marcia Keasler, Erin Kelly, Liz Nagy,
 Debbie Ratto, Andrea Siegel, and Dawn Yamada

Special thanks to George Lucas and Steven Spielberg

Additional copies of this hint book
 may be ordered from:
 LucasArts Games
 PO Box 10307
 San Rafael, CA 94912
 U.S.A.: 1-800-782-7927 (1-800-STAR-WARS)
 Canada: 1-800-828-7927

INDIANA JONES is a registered trademark of Lucasfilm
 Ltd. LucasArts Games is a trademark of LucasArts
 Entertainment Company. iMUSE, patents pending, and
Indiana Jones and the Fate of Atlantis,™ & © 1992
 LucasArts Entertainment Company. Used under autho-
 rization. All rights reserved.

Table of Contents

INTRODUCTION.....	6	SUBMARINE.....	35
HINT SECTION	7	CRETE.....	36
BEFORE THE PATHS DIVERGE	7	LABYRINTH	36
OPENING SEQUENCE.....	7	OBJECTS.....	38
NEW YORK	8	IQ POINTS.....	41
ICELAND.....	9	WITS PATH MAP.....	42
TIKAL.....	10	THE FISTS PATH	43
AZORES.....	11	MONTE CARLO	43
BARNETT COLLEGE	12	ALGIERS	43
OBJECTS	13	THE DESERT.....	45
IQ POINTS.....	14	CRETE	46
THE TEAM PATH	15	LABYRINTH	47
ALGIERS.....	15	THERA.....	51
MONTE CARLO	16	OBJECTS.....	52
THE DESERT	17	IQ POINTS	53
CRETE.....	19	FIST PATH MAP.....	54
LABYRINTH.....	20	ATLANTIS.....	55
SUBMARINE	23	DARK ROOM	55
OBJECTS	15	OUTER RING	55
IQ POINTS.....	27	CANAL	58
TEAM PATH MAP	28	MIDDLE RING.....	58
THE WITS PATH	29	INNER RING	60
MONTE CARLO.....	29	OBJECTS.....	62
ALGIERS	30	IQ POINTS	63
THE DESERT	31	LABYRINTH MAP.....	64
THERA.....	33	ATLANTIS MAP.....	66

Introduction

WELCOME TO THE HINT BOOK for *Indiana Jones and the Fate of Atlantis*. This hint book is divided into several sections, corresponding to distinct sections of the game: the Opening (Before the Paths Diverge), the Team Path, the Wits Path, the Fists Path, and Atlantis. Within each section, you will find:

Hints

THIS IS THE BEST PLACE to start if you're stuck on one particular puzzle. Skim the appropriate subheading until you find your question, then use a piece of paper to cover the hints beneath the top one. Generally, the first hint is just that: a nudge in the right direction. Second, and subsequent, hints give more and more detail. The last hint gives complete directions for solving that particular puzzle. You'll want to continue to use the piece of paper to prevent revealing hints before you are ready for them!

Object List

A LIST OF ALL THE OBJECTS to be found throughout that section of the game, noting where they are found and how they are used. Beware: by its very nature, this list contains solutions to most of the puzzles.

IQ Points

A LIST OF ALL OF THE Indy Quotient Points to be earned in that section of the game. Since some of the puzzles have more than one possible solution, not all of the points you see listed can be accumulated at once (i.e., not all the points listed will be reflected in your *Current* score). Also, some of the puzzles are the same in different paths; you will only get credit in your *Total* score *once* for each puzzle, no matter how many of the paths you play (identical puzzles are footnoted with an asterisk).

Maps

SOME HINT SECTIONS CONTAIN connectivity maps, showing the general locations in that part of the game. If a game section involves one or more mazes, you'll find maps of those as well.

H I N T S E C T I O N

Before the Paths Diverge.....
H I N T S
.....**Opening Sequence**

What am I supposed to do in the first room?

Try to find the statue.

Maybe the statue isn't up here... better search another room.

To leave this room, click on the peculiar statue on the left side of the screen.

What about the room under the attic?

Keep looking for that statue.

To leave, click on the rope next to the gaping hole on the right side of the screen.

What should I do in the library?

You've got to find that statue.

To move on to the next room, click on the books about statues on the left side of the screen.

Is the statue in the room under the library?

Nope.

To leave, click on each of the cat figurines on the table.

I'm in the boiler room... now what?

You're still looking for that statue.

It's in one of the lockers on the right side of the screen.

Click on each locker until you see the statue, then click on the statue to pick it up.

New York

Does the way I get into the theater affect the rest of the game?

Yes... and no. Later, when you're choosing a Path, Sophia's suggestion will be based on how you handled this puzzle. You can go with her suggestion, or opt for a different Path altogether (and, if you Save Game at the decision point, you can always go back later and try the other Paths).

If you talk your way past the doorman, Sophia will later suggest the Team Path. If you beat the doorman in a fair fight, Sophia will suggest the Action Path. If you decide to bypass the doorman altogether, Sophia will suggest the Wits Path.

How can I talk my way past the doorman?

He idolizes Madame Sophia.

But he's a tad weak in the vocabulary department.

Try catering to his admiration for Sophia.

Don't try to blind him with your superior erudition.

Use the following dialogue path: 1/2/1/3/3.

Of course, you *could* simply sucker punch him.

I give up on that doorman... is there another way into the theater?

There's a fire escape leading to a window in the alley.

You'll have to get those crates out of Indy's way.

Just keep pushing the crates until you can reach the fire escape.

Won't Sophia *ever* stop talking?

Nope; not unless you figure out a way to get her attention.

That control panel looks as though it might have some connection with Sophia's show.

Maybe if you fooled with some of the levers.

How can I get rid of the stagehand?

It appears that one of his hobbies is reading.

Use dialogue path 3/1/1, then give him the newspaper that you picked up outside the theater.

What's with the machine with the levers?

It seems to have something to do with Sophia's stage prop.

Maybe you could activate the prop; an event like *that* might get Sophia's attention.

Push the left lever and the right lever, then push the button.

Iceland

What good is this Heimdall character?

He seems to have slipped more than a few cogs ...

His theories may be somewhat confusing, but you'll find useful information buried in his ramblings.

Try to find out if he knows of any other people to whom you should talk.

Use dialogue path 3/3/1.

How can I get at that ice-obscured object?

If this is your first visit to Iceland, you can't get it yet.

If Heimdall is, er, no longer working on the object, read on.

Before his unfortunate demise, Heimdall was able to uncover the head of the eel figurine.

We've already learned that Atlantean artifacts were powered by beads of orichalcum.

Use the orichalcum in the exposed eel head.

Tikal

Snakes! I *hate* snakes!

How do you feel about jungle rodents?

You need to lure the anaconda off the tree.

If you “use whip with jungle rodent”, Indy will pop his whip over its head to startle it into motion.

Try to force the jungle rodent (we think it’s a capybara) through the correct path, into the anaconda’s range.

The correct path is the one furthest to the back, near the middle of the screen.

How do I get across the chasm?

The tree on the jungle side looks pretty flexible.

Just use tree; Indy will do the rest.

We’ve found Sternhart. He won’t let us into the temple.

You’ll have to answer his question first.

That parrot has probably been hanging around Sternhart for quite some time.

Maybe it’s picked up some phrases from him.

Admit you don’t know the title, then talk to the parrot and say “Title?”. *Then* ask Sternhart about exploring the temple.

We’re in the temple, but I don’t know what to do next.

Take a good look around.

Pay special attention to the spiral designs in the foreground.

One of the spiral designs, in the middle of the screen, is different from the others; try picking it up.

Got any tarnish remover handy?

Sternhart might.

Check his souvenir stand, outside the temple.

You can use the kerosene in the lamp to remove the tarnish.

Sternhart insists on following me out of the temple!

You need to find some way to keep him busy while you sneak out.

Don't you think it's about time Sophia got involved in this quest?

Ask Sophia to keep Sternhart occupied. When they start talking, head for the exit.

So, what *does* one do with a spiral design?

Take a look at the animal head on the left wall.

Use the spiral design with the animal head, then pull the nose.

Hey! How can I stop that thief Sternhart?

You can't. He's been waiting for this opportunity for a long time.

You're looking for the same thing... odds are your paths will cross again.

Meantime, did he miss anything in that hidden tomb?

Azores

Costa refuses to talk to me!

He's a lonely, cranky old man.

Sophia thinks she could do better; why not give her a chance?

Costa's ready to make a trade, but I don't have anything he wants.

He wants a rare Atlantean artifact.

Sophia's not likely to give up that necklace of hers.

That eel figurine that Heimdall was working on might do the trick.

Barnett College

When are the stairs going to be fixed?

Not for a while.

While you're waiting, why not follow up on some of the clues you've uncovered?

Go talk to Professor Heimdall in Iceland.

How do I get back up to the top floor?

You'll need something tall enough to climb up to the trapdoor.

If you could make the floor slippery enough, you could drag the totem pole over.

Have you investigated the ice box in Indy's office yet?

Use the jar of mayonnaise with the totem pole, then pull the totem pole to the trapdoor.

Where's the key to the dusty old chest?

It's somewhere on the top floor.

In the urn.

Open the urn, then pick up the ashes.

How can I get back up the coal chute?

At the moment, it's too slippery — is there any way to make it sticky?

Investigate the school desk (upstairs in the library).

Use the gum with the coal chute.

I've looked everywhere I can think of, and
I still can't find the Lost Dialogue of Plato.

It can be found where the rest of the collection is stored.

It's in one of three possible locations: the room with the totem pole,
the room at the top of the coal chute, or the library.

In the totem pole room, push the big crate to one side, then use the dusty key with the dusty old chest.

Once you've climbed up the coal chute, find the odd-looking cat figurine. Open the furnace in the cellar, then use the wax cat with the furnace.

Use the dirty rag (from the cellar) with the arrowhead (found in the totem pole room), to construct a crude screwdriver. Use the wrapped arrowhead to unscrew the five screws on the tipped-over bookcase. (Or you can knock the book down from underneath with a lump of coal.)

Objects

<i>Object</i>	<i>Where Found</i>	<i>How Used</i>
National Archaeology	Indy's office	background information
newspaper	New York street	distract stagehand
whip	not applicable	various
eel figurine	Iceland	exchange for information from Costa
kerosene lamp	Tikal	use kerosene to loosen spiral design in temple
spiral design	Tikal	use with animal head, then pull, to open secret tomb
shiny bead (orichalcum)	Tikal	use with exposed eel head in Iceland
jar of mayonnaise	Indy's office	use with totem pole to make floor slippery
dusty key	Barnett College top floor	unlock dusty old chest
arrowhead	Barnett College totem pole room	with dirty rag, unscrew back of fallen bookcase
gum	Barnett College library	use to get back up slippery coal chute; later, use to bait crab trap
wax cat	Barnett College, under library	might conceal Lost Dialogue
lump of coal	Barnett College furnace room	throw at book to dislodge it
dirty rag	Barnett College furnace room	with arrowhead, unscrew back of fallen bookcase
Lost Dialogue of Plato	Somewhere at Barnett College	various clues in search for Atlantis

IQ Points

<i>Accomplishment</i>	<i>Points</i>
Arriving in New York*	2
Knocking out theater doorman*	6
Bluffing your way past theater doorman*	6
Moving crates in alley*	6
Getting stagehand to leave*	5
Getting stage prop to move*	4
Arriving in Iceland*	3
Getting Heimdall to mention Sternhart and Costa*	3
Distracting anaconda*	6
Climbing tree*	2
Telling Sternhart the real name of the Lost Dialogue*	7
Getting kerosene lamp*	4

<i>Accomplishment</i>	<i>Points</i>
Getting spiral design*	5
Opening hidden tomb*	4
Getting eel statue*	5
Getting to a point where Costa will trade with Indy*	3
Getting the name of the Lost Dialogue collection*	5
Moving totem pole*	4
Unscrewing back of bookshelf*	4
Climbing back up coal chute*	4
Knocking down book with coal*	4
Getting Lost Dialogue of Plato*	4
Choosing a path*	4

* Can be accomplished on more than one path; added to Total Points the *first time* only.

The Team Path

HINTS

Algiers

The shopkeeper wants to see a stone disk. Where can I get one?

Looks like you'll have to track down yet another collector of Atlantean artifacts.

Try Monsieur Trottier in Monte Carlo — but as long as you've travelled all this way, pick up a souvenir first. How about that hideous mask in the shop?

I need a ticket for the balloon.

Seems the balloon vendor isn't selling them; you'll have to find someone else to give you one.

Have you talked to the beggar? Wondered what he meant by a "free gift"?

Give the squab-on-a-stick (see the grocer) to the beggar, and he'll give you a balloon ticket.

How can I satisfy this sudden craving for squab-on-a-stick?

Try making a trade with the grocer.

Has Omar offered to swap you for the mask yet? If so, read on. If not, try your luck in Monte Carlo first.

Maybe you could interest the grocer in one of the items Omar is offering to trade for the mask.

Be persistent: even as he rejects one item, the grocer may give you a clue about what might tempt him more... and Omar's got a *lot* of junk to trade.

How do I untether the balloon?

Since you can't untie the rope, you'll have to cut it.

You'll need a knife. The knife-thrower in the marketplace would seem to be your best bet.

You'll have to get Sophia to assist the knife-thrower in his act.

Sophia doesn't seem to have any interest in show business... now what?

She doesn't understand how important this is; you'll just have to push her to cooperate.

Honest. You've got to push her.

Talk to Sophia and use dialogue path 3/1. When Sophia walks over to watch the knife-thrower, *Push Sophia*.

Monte Carlo

Where's Alain Trottier?

Sophia says he likes to stroll under the bright lights; he might be one of the strangers walking about on this street.

Ask around; perhaps some of these people know where he is or what he looks like.

Monsieur Trottier has grey hair and an aquiline nose. He's wearing a brown suit with a flower in the lapel.

How do I persuade Trottier to come with me?

You already know that he's interested in Atlantis.

Try to avoid insulting him — or his intelligence.

Use dialogue path 1/2/1/3. Note the question that Trottier asks; the correct answer is in Plato's Lost Dialogue. After you've answered the question correctly, take dialogue path 2/1 to convince Trottier to follow you.

Trottier's come upstairs. Should I let Sophia do her stuff?

That depends: do you think her act will work? Or have you got a better plan?

While it is possible for Sophia to pull off this séance, there's an easier way to manage Trottier.

Save game, then try it both ways.

Trottier sure is suspicious... how is Sophia supposed to answer all these questions?

Maybe there is something to this Nur-Ab-Sal business... after all, Sophia can tune in on some of Indy's experiences.

The answers to Trottier's first three questions were revealed during his conversation with Indy.

Fingers? What kind of crazy question is that? And what's the answer?

Maybe Nur-Ab-Sal isn't quite as powerful as Sophia would have us believe.

Well, you *do* have one chance in five of getting it right.

Or, you could skip the psychic stuff and try Indy's way.

Sophia is keeping Trottier busy. What can Indy do?

Remember Sophia's act in New York?

With the right props, maybe you could improve on it.

Did you pick up the mask in Algiers? Everything else you need is already here.

Open the cabinet and pick up the flashlight. Open the fuse box, then use the circuit breaker. Use the bedding, the mask and the flashlight.

The Desert

Where's the dig site?

Omar made a good start with his map. Now if only you could find a way to narrow down the search area.

You might ask around at some of the nomad camps in the desert.

Apart from direction, the ways in which the nomads describe the distance from the "X" help tell you how far away it is; for example, "considerably to the east" means "two screens east" ... "to the east" means "one screen east" ... "slightly to the east" means "on this screen".

We found the dig site. Where's Sophia?

Underground.

She fell into a hole.

You'd better get her out of there.

There's a ladder nearby, leading to part of the dig. Maybe you can get to Sophia from there.

Hey, it's dark down here!

With a little practice, you *can* feel around and identify a few of the objects in the dig.

One of those objects (the "metal thing") is a portable generator. Unfortunately, it's out of gas.

There just might be some gas in the truck up in the camp.

To the right of the generator, on the floor, is a hose (the "long, tubular thing"). A little further to the right, a clay jar ("clay thing").

Open the truck's gas tank, use the hose with the tank, then use the clay jar with the end of the hose. Open the metal cap on the generator, then use the gas filler pipe with the gas-filled jar. Use the on/off switch ("little metal thing") to turn on the generator. Voila! Lights!

OK, it isn't dark anymore. What now?

You still have to rescue Sophia. She must have fallen through somewhere on the right side of the dig.

You can use the ship rib (near the ladder) to clear away more of the crumbling wall.

The wooden rod (on the table) fits in the hole in the middle of the mural.

Next, use the Sunstone on the rod in the hole. When you look at the disk, you'll be able to adjust it to the proper setting.

What's the proper setting for the Sunstone?

The answer's in the Lost Dialogue of Plato.

Check the pages marked by the third paper clip.

The last paragraph on the left-hand page describes the proper setting.

Turn the Sunstone until the correct symbol is opposite the tall horns (at the top), then click on the peg.

Where can I find a spark plug?

There's one in the generator (in the dig).

Of course, you won't be able to *use* the generator once you've removed the spark plug.

Has Sophia rejoined you? Then go ahead: turn off the generator, open it, and pick up the spark plug.

How about a distributor cap?

Were you *really* going to leave Sophia behind?

OK, she can be a little irritating, but after all, it was *your* idea to bring her along.

Let's put it this way: you're not getting out of here without rescuing Sophia.

We mean it. Sophia's got the distributor cap.

What good is an amber fish on a string?

The answer is in the Lost Dialogue of Plato.

Turn to the page marked by the fourth paper clip.

Have you tried using the amber fish on a string?

It's an orichalcum detector. It'll come in handy later.

Crete

I found the pedestal, and set the Sunstone, but nothing happened!

Check the Lost Dialogue of Plato (the pages marked by the third paper clip).

The Sunstone alone worked at the dig site in the desert because it was an outpost.

Indy has concluded that Crete is the site of the Greater Colony.

You need a Sunstone *and* a Moonstone to gain entrance to the Greater Colony.

What's the meaning of the mural?

Indy thinks it's a diagram; Sophia says it might be a treasure map.

The horns resemble the large horns in the middle of the dig.

There are several piles of stones in the center of town.

Two of them conceal statues (push the stones to remove them).

The bull's head and tail on the mural correspond to the bull's head statue and bull's tail statue in the middle of town.

Where can I find a Moonstone?

Start at the dig site (if you're still at the pedestal, the dig site's on the other side of the hill).

The mural (found in one of the excavated buildings) is a simple map of the center of town.

There are several piles of stones in the center of town. Two of them conceal statues (push the stones to remove them).

If you could sight along each of the large horns, from each of the smaller statues, the sightings would meet at some point... as depicted in the mural.

Use the surveyor's instrument, found on the ridge overlooking the dig, on each of the statues, each time aligning the cross hairs with one of the large horns. When you've sighted correctly, a dotted line will extend from the transit past the horn.

What's the proper setting for the Sunstone/Moonstone combination?

Check the pages marked by the third paper clip in the Lost Dialogue of Plato.

The first paragraph on the right-hand page describes the proper setting.

With the Sunstone at the same setting as the one you used in Algeria, align the appropriate Moonstone symbol with the referenced Sunstone symbol, then click on the spindle.

Labyrinth

If I pick up the third statue head, the gate closes!

You can't prevent the gate's closing.

But if you want to be on the inside when the gate closes, you'll have to find a way to snag that third head from the other side.

First, pick up two of the busts. Walk through the gateway, then use the whip with the statue head in the next room.

How do I open the closed gate?

Put at least one of the statue heads back on the shelf.

Oh, you meant from inside? You can't.

You'll have to find another way out of the labyrinth.

I want that gold box!

To get across, you'll have to raise the platform that's down below.

Have you found Sternhart's staff yet? If so, read on ...

Use the staff with the chock, to free the counterweight.

Go to the room downstairs, and poke the staff into the statue mouth.

What's with the bouncy floor in the room with the Minotaur statue?

It's an elevator between this level and the one below.

If you could add some weight to the elevator, it would descend.

Have Indy and Sophia *both* stand on it.

We found the Worldstone — how do I get back up?

Take a closer look at the waterfall.

Use the chain behind the waterfall to climb back to the upper level.

Hey! Here's a gate with no shelf!

There's a pulley on the other side.

If only you could get at it.

Try boosting Sophia through the hole next to the gate.

I figured out how to get back up... but Sophia wouldn't come with me, and now I can't get back to her!

Look at the head of the Minotaur statue... it "looks a bit wobbly".

Use whip with statue head, then walk to the head.

How can I persuade Sophia to climb through that hole?

You're going to have to convince her that it's the only way.

Try not to insult her in the process.

Use dialogue path 2/2/1/4/2.

Sophia got the door open. Great. Now we're walking around in circles...

There's a secret door in one of the chambers back here.

Use the orichalcum detector (the amber fish on a string) to point the way.

The orichalcum detector will only point at Indy.

It detects the nearest source of orichalcum.

Did you get the gold box yet? If so, read on...

Put your orichalcum beads in the lead-lined gold box, then close the box.

Now the orichalcum detector is pointing at Sophia's necklace.

You'll have to talk Sophia into concealing her necklace in the gold box.

Use dialogue path 3/3/1/1/1.

The three-stone combination opened *one* door in the map room.
How do I open the others?

You can't get them all open at the same time.

The other doors correspond to other paths.

Kerner's kidnapped Sophia! How do I rescue her?

At the moment, Kerner's got the drop on you.

Better just cooperate. You'll have your chance later.

Forget about Sophia. How can I hang on to the locking stones?

The man has a gun. You don't.

Give him the locking stones.

OK, forget about Sophia *and* the locking stones. How do I get out of here?

Look at the rock wall on the right-hand side of the cave.

Use the ship rib with the rock wall.

Submarine

I'm stuck up in the conning tower. How do I distract the crew?

Looks like Indy's the captain now (at least so long as nobody *sees* him).

There's an intercom up there, forward of the ladder.

Talk to the intercom, and order the crew to the bow.

How can I fix the depth control lever?

You'll have to find a substitute for the lever that broke off.

A long straight stick should do it.

On the lowest level, just under the head, you'll find a plunger.

Use the plunger with the broken lever.

How do we get rid of the Nazi guarding Sophia?

You can talk to Sophia through the bulkhead at her back.

See if you can get her to distract the guard.

Use dialogue path 3/2 with Sophia. *Now* go back around and sneak up on the guard.

You'll still need to give Sophia a cue... any line will work here, *except* the one about "fine leather jackets".

Where are the locking stones?

You can eavesdrop on Kerner and Ubermann if you stand next to the strong box in the room forward of the ready room.

They're locked in the strong box next to the room in which Kerner and Ubermann are schmoozing.

How do I open the strong box?

Indy says, "The walls seem pretty thin."

You could try dissolving one of the sides — if you had something corrosive.

There's a pool of battery acid on the lowest level, just below the galley.

And there's a porcelain mug on a shelf in the galley.

Use the porcelain mug with the battery acid,
then use the acid-filled mug with the strong box.

How do I unlock the wheel?

The captain probably kept the key in a safe place.

(Better hope it wasn't in his pocket.)

Investigate the strong box in the room next to the room
in which Kerner and Ubermann are talking.

Now that I've got complete control of the sub, where do we go?

Cruise back and forth in the sub's search area until you spot an opening
on the sea bed. Use the controls to maneuver the sub into the opening.

Objects

<i>Object</i>	<i>Where Found</i>	<i>How Used</i>
blood-stained knife	knife-thrower	cut balloon's tether
mask	Omar's shop	use with bedsheet and flashlight to frighten Monsieur Trottier
trade back to Omar later for something to interest grocer		
bedsheet	Monte Carlo hotel	use with mask and flash light to frighten Monsieur Trottier
flashlight	Monte Carlo hotel	use with mask and bed sheet to frighten Monsieur Trottier

<i>Object</i>	<i>Where Found</i>	<i>How Used</i>
Sunstone	Monte Carlo hotel	helps unlock Atlantean doors
map	Omar	show to nomads to find desert dig site
baseball	Omar	might interest grocer
voodoo doll	Omar	might interest grocer
little red wagon	Omar	might interest grocer
yellow yo-yo	Omar	might interest grocer
white cane	Omar	might interest grocer
shaded spectacles	Omar	might interest grocer
red fez	Omar	might interest grocer
brass spittoon	Omar	might interest grocer
bar of soap	Omar	might interest grocer
black veil	Omar	might interest grocer
dark red lipstick	Omar	might interest grocer
yellow scarf	Omar	might interest grocer
ivory earrings	Omar	might interest grocer
ebony comb	Omar	might interest grocer
ruby ring	Omar	might interest grocer
gold buckle	Omar	might interest grocer
squab-on-a-stick	grocer	give to beggar in exchange for balloon ticket
hose	desert dig site	use to siphon gas into clay jar for generator
clay jar	desert dig site	use to siphon gas, using hose, for generator
ship rib	desert dig site	use to clear away various bits of rubble
wooden peg	desert dig site	use in hole in mural, to hold Sunstone
spark plug	desert dig site	use, with distributor cap, to fix truck
distributor cap	desert dig site	use, with spark plug, to fix truck

<i>Object</i>	<i>Where Found</i>	<i>How Used</i>
amber fish on a string	desert dig site	detects the presence of orichalcum
surveyor's instrument	Cretan dig site	use to triangulate location of Moonstone
Moonstone	Cretan dig site	helps unlock Atlantean doors
statue head (Zeus)	labyrinth	use to open weight-activated doors
statue head (Apollo)	labyrinth	use to open weight-activated doors
statues head (Ares)	labyrinth	use to open weight-activated doors
Worldstone	labyrinth	helps unlock Atlantean doors
staff	labyrinth	activates elevator to gold box room
orichalcum	labyrinth	powers Atlantean devices
gold box	labyrinth	lead-lined; shields orichalcum from orichalcum detector
mug	submarine	use to collect battery acid, to melt walls of strong box
some cold cuts	submarine	use with bread to make a lovely submarine sandwich; later, use to bait crab trap
two slices of bread	submarine	use with some cold cuts to make a lovely submarine sandwich; later, use to bait crab trap
tiny key	submarine	unlock padlock on emergency rudder control
plunger	submarine	substitute for broken lever on depth control

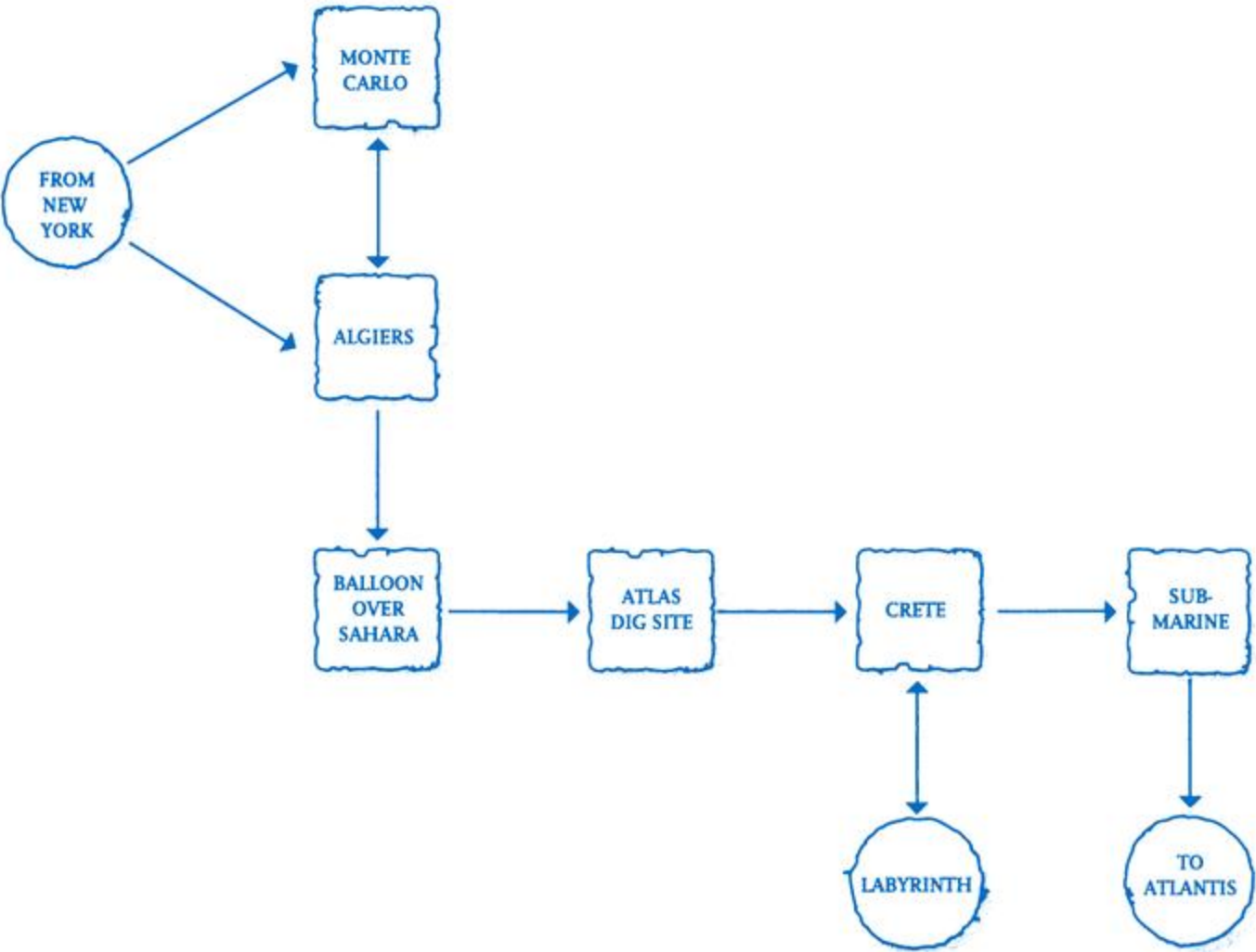
IQ Points

<i>Accomplishment</i>	<i>Points</i>
Getting knife	9
Getting spooky mask	2
Finding Trotter*	3
Getting Trotter into seance	9
Guessing number of fingers correctly	8
Scaring Trotter successfully	12
Getting Omar to give camels to Indy	3
Getting squab on a stick	7
Getting balloon ticket	7
Launching balloon into desert	8
Floating balloon to Desert Dig Site	13
Starting Desert Dig Site generator*	6
Revealing Desert Dig Site mural*	4
Opening Desert Dig Site secret door*	7
Starting Desert Dig Site truck	6
Finding Crete Dig Site Moonstone*	10
Opening Labyrinth*	9
Getting third bust*	6
Opening gate with three busts*	2
Going down labyrinth elevator with Sophia	3

<i>Accomplishment</i>	<i>Points</i>
Going down elevator with statue head*	5
Climbing chain behind waterfall*	5
Going up labyrinth elevator with staff*	6
Boosting Sophia through hole	7
Getting Sophia to put necklace in gold box	10
Finding secret wall	10
Scraping away secret wall	7
Activating robot in map room*	10
Escaping labyrinth	5
Knocking out sub captain	3
Running away from sub captain	1
Ordering sub crew out of the way	3
Knocking out Sophia's guard	6
Retrieving locking stones from safe	9
Unlocking sub steering wheel	5
Fixing sub depth lever	8
Steering sub to Atlantis	15

* Can be accomplished on more than one path;
added to Total Points the *first time* only.

Team Path



The Wits Path

HINTS

Monte Carlo

Where's Alain Trottier?

He might be one of the strangers walking about on this street.

Ask around; perhaps some of these people know where he is or what he looks like.

Monsieur Trottier has grey hair and an aquiline nose.
He's wearing a brown suit with a flower in the lapel.

How do I get Trottier to cooperate with me?

You already know that he's interested in Atlantis.

Try to avoid insulting him — or his intelligence.

Use dialogue path 1/2/1/1. Note the question that Trottier asks; the correct answer is in Plato's Lost Dialogue. After you've answered the question correctly, Trottier will give you his business card, which will come in handy later.

How can I warn Trottier about the trap?

Be direct — don't get sidetracked by other issues.

Keep talking to him until he's got reason to take you seriously.

I've been following the Nazis and they don't seem to know where they're going ...

At the moment, they're just trying to lose *you*.

"Desperate times call for desperate measures."

Ram the Nazis' red car. You may have to hit them several times.

Where's the intersection Trottier told me about?

Too bad Indy doesn't know his way around Monte Carlo.

Start by checking the street sign at the car crash site.

The streets are arranged alphabetically from left to right, and from bottom to top. Keep checking street signs at intersections until you've found the right streets.

Once you're there, look in the drain. To retrieve the Sunstone, open the drain.

Algiers

Where's Omar Al-Jabbar?

You could try asking at his shop, in the back alley of the marketplace.

It appears Omar doesn't spend much time at his shop — you'll have to persuade his servant to arrange a meeting.

Use dialogue path 1/1/1/4, then give Omar's servant something to prove your credentials.

How do I convince Omar's servant to arrange a meeting?

The servant isn't impressed with Indy himself.

Looks like you'll have to track down yet another collector of Atlantean artifacts.

Try Monsieur Trottier in Monte Carlo.

Give Monsieur Trottier's business card to the servant.

Paul says Mr. Al-Jabbar *still* doesn't want to see me. Now what?

Maybe you should try to state your case in person.

Ask Paul to speak to Omar again... this time, follow him to Omar's house.

I can't track Paul in these crowded city streets!

It is possible — but difficult — to follow Paul.

Or you could find some way to make him stand out from the crowd.

Have you noticed how easy it is to spot that man in the red fez?

Follow the man in the red fez into the marketplace — when you talk to him, use dialogue path 4/3/1/3/1/2.

Go back to Omar's shop. When the servant returns, ask him the price of the pots, then give him the fez (his earlier response will give you a clue as to what to say to persuade him to wear the fez). Now try following him when he goes to see Omar.

Omar won't let me search his house... and he's sent for the police!

Perhaps you could find some way of immobilizing him.

He'll follow you to the closet.

Lure Omar into the closet, then close the closet door.

Omar's out of the way — what am I looking for?

Pretty much anything you can pick up.

But what you really need is a map of the desert.

Check out the laundry hanging next to the window — one of those shirts is actually a map drawn on cloth.

I can't reach the map!

See if you can find some way to knock it down.

There's a pole in one of the pots in the foreground.

Pick up the pole, then use it with the cloth map.

The Desert

I think I need a visa.

Not necessarily. It is possible to evade the foreign legionnaires.

Or you could try bribery.

Use dialogue path 1/1, then give Omar's statue or the blackbird statue (both found at Omar's house) to the officer.

Of course, you won't be able to bribe *everyone*, so you'll still have to be careful.

The nomads at the camps say they need a map before they can help me!

They do.

Go back to Omar's house and search it more thoroughly.

Where's the dig site?

Omar made a good start with his map. Now if only you could find a way to narrow down the search area.

You might ask around at some of the nomad camps in the desert.

Apart from direction, the ways in which the nomads describe the distance to the "X" help tell you how far away it is

"Considerably" or "far" means "two screens" ... "slightly" or "a little" means "on this screen". If they don't comment on the distance, it means "one screen". So, if a nomad says the "X" is "Considerably to the south... and... to the east," he means, "Go two screens south and one screen east."

Hey, it's dark down here!

With a little practice, you *can* feel around and identify a few of the objects in the dig.

One of those objects (the "metal thing") is a portable generator. Unfortunately, it's out of gas.

There just might be some gas in the truck up in the camp.

To the right of the generator, on the floor, is a hose (the "long, tubular thing"). A little further to the right, a clay jar ("clay thing").

Open the truck's gas tank, use the hose with the tank, then use the clay jar with the end of the hose. Open the metal cap on the generator, then use the gas filler pipe with the gas-filled jar. Use the on/off switch ("little metal thing") to turn on the generator. Voila! Lights!

OK, it isn't dark anymore. What now?

Check out that painting on the left — pay particular attention to the round object.

Try pushing the round object.

Where can I find a spark plug?

There's one in the generator (in the dig).

Of course, you won't be able to *use* the generator once you've removed the spark plug.

Turn off the generator, open it, and pick up the spark plug.

How about a battery?

Now *that* could be a problem. You'll have to find a substitute.

Have you got the statue that was hidden at the dig site? If so, read on ...

Earlier, Ubermann demonstrated the enormous power that could be generated by orichalcum — surely that'd be enough to start the truck.

Use the orichalcum with the statue, then use the statue with the spark plugs.

Thera

I want that balloon bladder!

You'll have to present proper documentation in order to collect it.

Have you explored the dig site in the mountains? If so, read on ...

Inspect the crate at the mountain dig site.

Close the crate. There's an invoice attached to the lid.

What can I give the port authority in exchange for the basket?

He's asked for a souvenir from the expedition in the mountains.

Try closing the door in the inner room at the dig site.

Next, use the Sunstone on the peg in the secret compartment.
When you look at the disk, you'll be able to adjust it to the proper setting.

Don't retrieve the Sunstone right away... first open the door.

That carved sign ought to appeal to the port authority.

What's the proper setting for the Sunstone?

The answer's in the Lost Dialogue of Plato.

Check the pages marked by the third paper clip.

The last paragraph on the left-hand page describes the proper setting.

Turn the Sunstone until the correct symbol is opposite the tall horns (at the top), then click on the spindle.

Indy's been trapped in the dig site by a cave-in!

There's an entrenching tool in the inner room.

Open up the entrenching tool and start digging.

Isn't there *any* way off this island?

Sure there is. But you'll have to build it.

If you ask the port authority, he makes a crack about Icarus wings. He's not too far off the mark.

You have access to everything you need to build a balloon.

Use the large rubber balloon with the fish net. Use the netted balloon with the very large basket. Use the hose with the deflated balloon rig. Fill the balloon at the vent, found outside the dig site in the mountains.

Here I am, in the air over the ocean. Now what?

You're trying to catch up with Kerner and Ubermann.

Look for the submarine in which they left Thera.

Once you've found it, land as near as you can get to it.

Submarine

How can I get a look in those lockers?

The guard is under orders to protect the contents of the lockers.

If you ask him, he's happy to tell you that he should have been relieved hours ago.

Odds are, he hasn't eaten — maybe if you bring him a meal, he'd be willing to look the other way.

You'll find some cold cuts and bread in the galley.
Make a sandwich, then go eat it in front of the guard.

Now that I've got the locking stone, how do I get out of here?

Looks like the hatch above the conning tower is not a viable alternative.

How many other ways can there be to leave a submarine?

Try the torpedo tubes.

The aft torpedo tubes are broken, and I can't get to the forward ones.

You'll have to find a way to get those men out of the forward torpedo section.

Nobody's paying much attention to those exposed wires in the aft torpedo section... maybe they ought to.

Wrap the greasy rag (found in the forward torpedo bay) around the wires. Use the Torpedo Launch Instructions (kept in the same locker in which you found the Moonstone) to prep the control panel. Push the launch lever. Stand back.

OK, I give up. How does one fire a torpedo from inside the tube?

You'll have to tie a string to the launch lever.

There's a clothesline in the bunk room.

Use the clothesline with the launch lever, enter the tube, and pull the clothesline.

Crete

I found the pedestal, and set the Sunstone, but nothing happened!

Check the Lost Dialogue of Plato (the pages marked by the third paper clip).

The Sunstone alone worked at the dig site on Thera because it was an outpost.

Crete is the site of the Greater Colony.

You need a Sunstone *and* a Moonstone to gain entrance to the Greater Colony.

What's the proper setting for the Sunstone/Moonstone combination?

Check the pages marked by the third paper clip in the Lost Dialogue of Plato.

The first paragraph on the right-hand page describes the proper setting.

With the Sunstone at the same setting as the one you used on Thera, align the appropriate Moonstone symbol with the referenced Sunstone symbol, then click on the spindle.

Labyrinth

If I pick up the third statue head, the gate closes!

You can't prevent the gate's closing.

But if you want to be on the inside when the gate closes, you'll have to find a way to snag that third head from the other side.

First, pick up two of the busts. Walk through the gateway, then use your whip with the statue head in the next room.

How do I open the closed gate?

Put at least one of the statue heads back on the shelf.

Oh, you meant from the other side? You can't.

You'll have to find another way out of the labyrinth.

I want that gold box!

To get across, you'll have to raise the platform that's down below.

Have you found Sternhart's staff yet? If so, read on ...

Use the staff with the chock, to free the counterweight.

Go to the room downstairs, and poke the staff into the statue mouth.

What's with the bouncy floor in the room with the Minotaur statue?

It's an elevator between this level and the one below.

If you could add some weight to the elevator, it would descend.

Look at the head of the Minotaur statue... it "looks a bit wobbly".

Use whip with statue head, then walk to the head.

I found the Worldstone — how do I get back up?

Take a closer look at the waterfall.

Use the chain behind the waterfall to climb back to the upper level.

Hey! Here's a gate with no shelf!

You can't get through there on your own.

Actually, this gate can only be opened in another path. Don't worry about it.

What should I do with the microtaur?

The microtaur looks like a larger version of the statue that Kerner stole.

You've got another statue similar to the one Kerner stole...
and the microtaur's hatch looks like it's missing a part.

Use the statue with the hatch. Use an orichalcum bead in the statue.

The three-stone combination opened *one* door in the map room. How do I open the others?

You can't. The other doors correspond to other paths.

I'm walking around in circles behind the map room ...

There's a secret door in the first room.

Sternhart's note mentioned his "makeshift orichalcum detector".

Sternhart's orichalcum detector consisted of the hard rubber comb, tied to a string (you'll have to use the clothesline), and charged with static electricity by the wool scarf.

Use the makeshift orichalcum detector to point the way.

The orichalcum detector isn't pointing a way out.

It detects the nearest source of orichalcum.

Are you sure you've found any stray beads that might be lying around the labyrinth?

If Indy says, "It's pointing towards that door on the right," check it out. In the next room, you'll find two more orichalcum beads hidden in the bones on the ground.

Put your orichalcum beads in the lead-lined gold box, then close the box.

How do I get the subway car going?

Use a bead of orichalcum in the mouth of the subway car.

Objects

<i>Object</i>	<i>Where Found</i>	<i>How Used</i>
business card	Monte Carlo	use to impress Omar's servant
red fez	Algiers marketplace	give to Omar's servant, to make him easier to follow
bamboo stick	Omar's house	use to knock hanging cloth off clothesline
map	Omar's house	show to nomads to find desert dig site
blackbird statue	Omar's house	bribe foreign legionnaires
Omar's statue	Omar's house	bribe foreign legionnaires
telegram	desert dig site	show to Monsieur Trottier, to warn him

<i>Object</i>	<i>Where Found</i>	<i>How Used</i>
hose	desert dig site	use to siphon gas into clay jar for generator; use later to fill balloon
clay jar	desert dig site	use to siphon gas, with hose, for generator
orichalcum	desert dig site	use to power Atlantean devices
ship rib	desert dig site	use to clear away various bits of rubble
spark plug	desert dig site	use, with engine, to fix truck
statue	desert dig site	use to jump-start truck and, later, microtaur
Sunstone	Monte Carlo	helps unlock Atlantean doors
fish net	Thera	use to construct balloon
invoice	Thera	give to port authority, to get balloon bladder
entrenching tool	Thera	use to clear away various bits of rubble
carved sign	Thera	give to port authority, in exchange for very large basket
large rubber balloon	Thera	use to construct balloon
very large basket	Thera	use to construct balloon
some cold cuts	submarine	use with bread; use resulting sandwich to tempt guard to leave his post (use later to bait crab trap)
two slices of bread	submarine	use with some cold cuts; use resulting sandwich to tempt guard to leave his post (use later to bait crab trap)
Moonstone	submarine	helps unlock Atlantean doors

<i>Object</i>	<i>Where Found</i>	<i>How Used</i>
pamphlet	submarine	use to operate torpedo controls
clothesline	submarine	use to pull torpedo launch lever
dirty rag	submarine	use to start fire in aft torpedo bay
statue head (Zeus)	labyrinth	use to open weight-activated doors
statue head (Apollo)	labyrinth	use to open weight-activated doors
statues head (Ares)	labyrinth	use to open weight-activated doors
Worldstone	labyrinth	helps unlock Atlantean doors
staff	labyrinth	activates elevator to gold box room
wool scarf	labyrinth	use on hard rubber comb to give it a static charge
hard rubber comb	labyrinth	makeshift orichalcum detector: tie to clothesline, then use with wool scarf to get a static charge
orichalcum	labyrinth	powers Atlantean devices
gold box	labyrinth	lead-lined; shields orichalcum from orichalcum detector

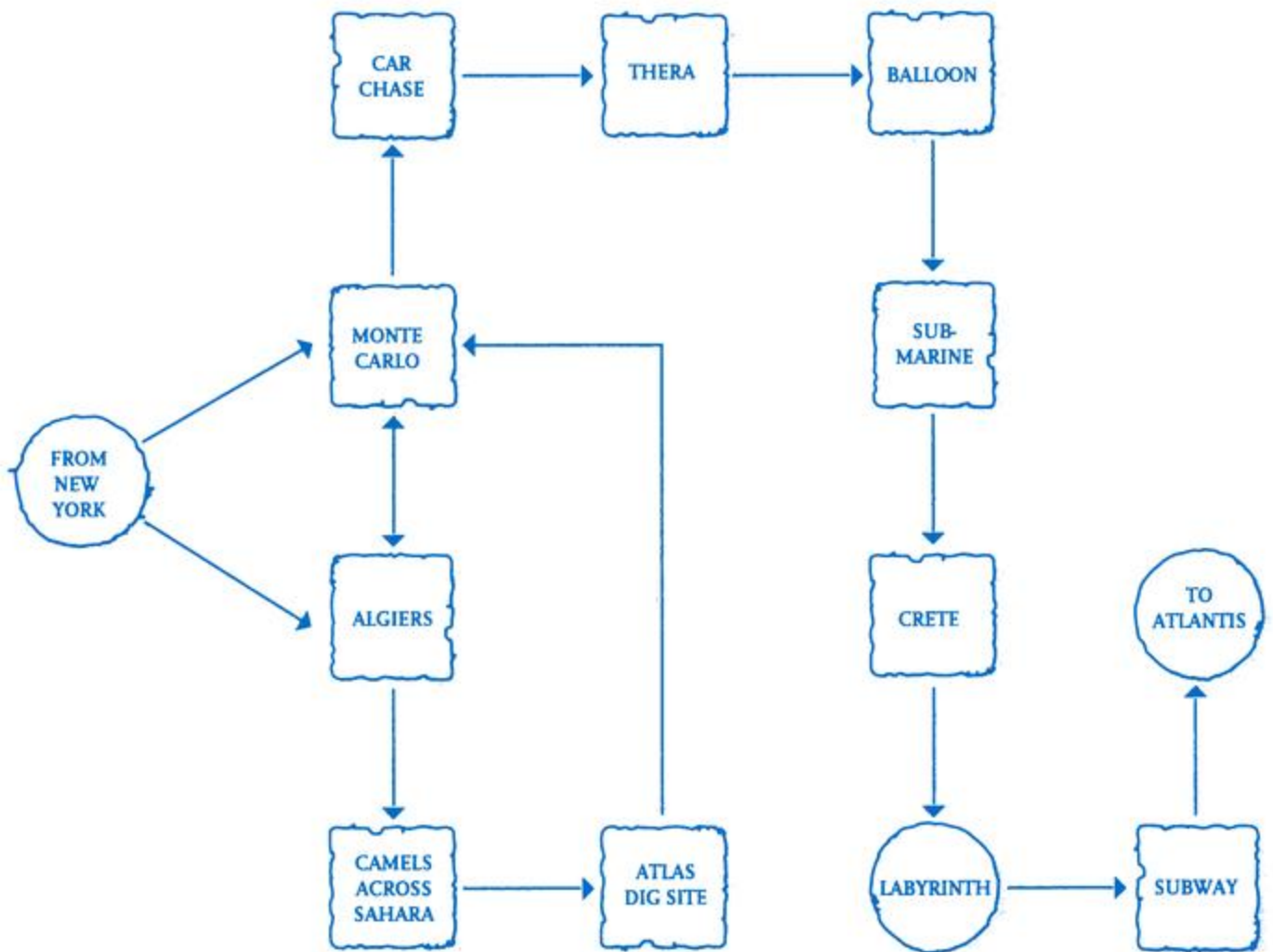
IQ Points

<i>Accomplishment</i>	<i>Points</i>
Finding Trotter*	3
Getting Paul to go to Omar's house*	3
Following Paul to Omar's house, without fez	10
Getting fez from man in red fez	5
Getting Paul to wear fez	2
Following Paul to Omar's house, with fez*	5
Trapping Omar in closet	8
Bribing a Bedouin	4
Riding camel to Desert Dig Site*	10
Starting Desert Dig Site generator*	6
Opening Desert Dig Site secret slot*	5
Jump-starting truck with statue	7
Immobilizing Nazi car	8
Retrieving Sunstone	10
Arriving at Thera*	2
Solving locking stones on Thera	10
Digging out of collapsed Thera Dig Site	6
Getting Basket	4
Getting Fish Net	1
Getting Balloon Bladder	4

<i>Accomplishment</i>	<i>Points</i>
Assembling balloon	8
Inflating balloon	10
Landing balloon at sub	10
Giving sandwich to guard	2
Tempting guard with sandwich	4
Starting fire on sub	9
Launching Indy from sub	9
Opening Labyrinth*	9
Getting third bust*	6
Opening gate with three busts*	2
Going down elevator with statue head*	5
Climbing chain behind waterfall*	5
Going up labyrinth elevator with staff*	6
Jump-starting microtaur with statue	8
Assembling makeshift orichalcum detector	10
Finding Labyrinth secret wall	9
Scraping away secret wall	4
Activating robot in map room*	10
Starting subway car	7

* Can be accomplished on more than one path; added to Total Points the *first time* only.

Wits Path



The Fists Path

HINTS

(If you're hesitant about trying the Fists Path because you don't believe you can win a fistfight, remember you can nearly always "sucker punch" your opponent. See your manual and reference card for details.)

Monte Carlo

Where's Alain Trottier?

He might be one of the strangers walking about on this street.

Ask around; perhaps some of these people know where he is or what he looks like.

Monsieur Trottier has grey hair and an aquiline nose.
He's wearing a brown suit with a flower in the lapel.

How do I get Trottier to cooperate with me?

You already know that he's interested in Atlantis.

Try to avoid insulting him — or his intelligence.

Use dialogue path 1/2/1/1. Note the question that Trottier asks; the correct answer is in Plato's Lost Dialogue. After you've answered the question correctly, Trottier will give you his business card, which will come in handy later.

Algiers

Where's Omar Al-Jabbar?

You could try asking at his shop, in the back alley of the marketplace.

It appears Omar doesn't spend much time at his shop — you'll have to persuade his servant to arrange a meeting.

Use dialogue path 1/1/1, then give Omar's servant something to prove your credentials.

How do I convince Omar's servant to arrange a meeting?

The servant isn't impressed with Indy himself.

Looks like you'll have to track down yet another collector of Atlantean artifacts.

Try Monsieur Trottier in Monte Carlo.

Give Monsieur Trottier's business card to the servant.

Paul says Mr. Al-Jabbar *still* doesn't want to see me. Now what?

Maybe you should try to state your case in person.

Ask Paul to speak to Omar again... this time, follow him to Omar's house (it should be relatively easy to track Paul's red fez, even through the crowded city streets).

I found Omar... and Hörst. Is there any way — besides a fistfight — to finish off Hörst?

If you go too far into the room, Hörst is bound to notice you.

There's some kind of pot hanging over Hörst's head.

Looks like, if you knocked it down, it would clobber him.

Use whip with hanging crockery.

What map? Which camel?

The camel's standing just outside the window.

Check out the laundry hanging next to the window — one of those shirts is actually a map drawn on cloth.

I can't reach the map!

See if you can find some way to knock it down.

There's a pole in one of the pots in the foreground.

Pick up the pole, then use it with the cloth map.

The Desert

Where's the dig site?

Omar made a good start with his map. Now if only you could find a way to narrow down the search area.

You might ask around at some of the nomad camps in the desert.

Apart from direction, the ways in which the nomads describe the distance from the "X" help tell you how far away it is; for example, "considerably to the east" means "two screens east" ... "to the east" means "one screen east" ... "slightly to the east" means "on this screen".

Who's shooting at me?

Bad guys, probably.

You'll find out later.

Meantime, check out that ladder. It probably leads to another part of the dig.

Hey, it's dark down here!

With a little practice, you *can* feel around and identify a few of the objects in the dig.

One of those objects (the "metal thing") is a portable generator.

Use the on/off switch ("little metal thing") to turn on the generator.

OK, it isn't dark anymore. What now?

Check out that painting on the left — pay particular attention to the round object.

Try pushing the round object.

I can't climb back up the ladder. That sniper won't let me out.

You'll have to find another exit — look at the crumbling wall on the right side of the dig.

You can use the ship rib (near the ladder) to clear away more of the crumbling wall.

The wooden peg (on the table) fits in the hole in the middle of the mural.

Do you have the Sunstone? If so, read on ...

Use the Sunstone on the rod in the hole. When you look at the disk, you'll be able to adjust it to the proper setting.

What's the proper setting for the Sunstone?

The answer's in the Lost Dialogue of Plato.

Check the pages marked by the third paper clip.

The last paragraph on the left-hand page describes the proper setting.

Turn the Sunstone until the correct symbol is opposite the tall horns (at the top), then click on the peg.

I'm being held at gunpoint... now what?

You could probably handle this guy — if only he didn't have a gun.

Use your whip with the gun-toting Nazi.

Now punch his lights out.

That truck's beyond repair and my camel (or was it a dromedary?) ran away... how do I get out of here?

You'll have to use that balloon over on the left side of camp.

To climb up to it, just use the rope ladder.

You're heading for Crete, now. Fly north, to the Mediterranean.

Crete

I found the pedestal, and set the Sunstone, but nothing happened!

Check the Lost Dialogue of Plato (the pages marked by the third paper clip).

The Sunstone alone worked at the dig site in the desert because it was an outpost.

Crete is the site of the Greater Colony.

You need a Sunstone *and* a Moonstone to gain entrance to the Greater Colony.

What's the meaning of the mural?

Indy describes it as an ancient diagram of some kind.

The horns resemble the large horns in the middle of the dig.

There are several piles of stones in the center of town.

Two of them conceal statues (push the stones to remove them).

The bull's head and tail on the mural correspond to the bull's head statue and bull's tail statue in the middle of town.

Where can I find a Moonstone?

Start at the dig site (if you're still at the pedestal, it's on the other side of the hill).

The mural (found in one of the excavated buildings) is a simple map of the center of town.

There are several piles of stones in the center of town.

Two of them conceal statues (push the stones to remove them).

If you could sight along each of the large horns, from each of the smaller statues, the sightings would meet at some point... as depicted in the mural.

Use the surveyor's instrument, found on the ridge overlooking the dig, on each of the statues, each time aligning the cross hairs with one of the large horns. When you've sighted correctly, a dotted line will extend from the transit past the horn.

What's the proper setting for the Sunstone/Moonstone combination?

Check the pages marked by the third paper clip in the Lost Dialogue of Plato.

The first paragraph on the right-hand page describes the proper setting.

With the Sunstone at the same setting as the one you used in Algeria, align the appropriate Moonstone symbol with the referenced Sunstone symbol, then click on the spindle.

Labyrinth

If I pick up the third statue head, the gate closes!

You can't prevent the gate's closing.

But if you want to be on the inside when the gate closes,
you'll have to find a way to snag that third head from the other side.

First, pick up two of the busts. Walk through the gateway,
then use the whip with the statue head in the next room.

How do I open the closed gate?

Put at least one of the statue heads back on the shelf.

Oh, you meant from the other side? You can't

You'll have to find another way out of the labyrinth.

I want that gold box!

To get across, you'll have to raise the platform that's down below.

Have you found Sternhart's staff yet? If so, read on ...

Use the staff with the chock, to free the counterweight.

Go to the room downstairs, and poke the staff into the statue mouth.

What's with the bouncy floor in the room with the Minotaur statue?

It's an elevator between this level and the one below.

If you could add some weight to the elevator, it would descend.

Look at the head of the Minotaur statue... it "looks a bit wobbly".

Use whip with statue head, then walk to the head.

I found Sternhart — how do I get back up?

Take a closer look at the waterfall.

Use the chain behind the waterfall to climb back to the upper level.

Hey! Here's a gate with no shelf!

You can't get through there on your own.

Actually, this gate can only be opened in another path. Don't worry about it.

Indy says this door is really heavy — am I going to be able to open it?

Yes.

Just keep pushing it.

I'm on the other side of the heavy door —
how do I get to the other side of the chasm?

Look above the chasm — there's a stone outcropping up there.

Use your whip with the stone outcropping.

I just can't seem to beat Hans in a fair fight. What should I do?

There is another way to flatten Hans.

When he starts down the hall to investigate, hide behind the slab on the right.

When Hans is in position, push the slab.

Anton's pretty handy with his fists. Is there any other way to take him out?

Sure, there's another way to get the drop on Anton.

Find your way to the ledge above him, then push the hanging column of rock.

Is there any way I can beat Arnold, the singing Nazi, in a fistfight?

It is practically impossible to beat up Arnold.

Have you seen the boulder in the cave next door?

Try rolling that boulder over Arnold — use the ship rib with the boulder.

Well, it seemed like a good idea at the time — maybe
you can still salvage something from the situation.

Go around to the other side of the boulder (if you can't talk your way past Arnold, back away from the fight). Use the stalactite (the hanging column of rock found in Anton's cave) with the boulder.

I found the spindle in the Map Room, but the two locking stones don't seem to do anything.

This is a representation of Atlantis itself: you need all three locking stones here.

Besides, Sophia's being held captive around here someplace.

Did you search Arnold?

What good is an amber fish on a string?

The answer is in the Lost Dialogue of Plato.

Turn to the page marked by the fourth paper clip.

Have you tried using the amber fish on a string?

It's an orichalcum detector. Let's hope it can detect the orichalcum residue in Sophia's necklace.

Retrace your steps, using the amber fish on a string in each cave.

The orichalcum detector will only point at Indy.

It detects the nearest source of orichalcum.

Did you get the gold box yet? If so, read on ...

Put your orichalcum beads in the lead-lined gold box, then close the box.

How do I get Sophia out of the pit?

As Sophia points out, if you had a short piece of rope, she could probably reach it.

You don't have any rope, but you do still have your whip.

Use your whip with the pit.

The three-stone combination opened *one* door in the map room. How do I open the others?

You can't get them all open at the same time.

The other doors correspond to other paths.

Thera

The captain of the salvage boat will take us where we want to go.
Where do we want to go?

Plato's Lost Dialogue has the clues you need.

The second paper clip marks pages on which a tenfold error in translation was made.

The pages marked by the third paper clip specify the direction and distance from Atlantis to the Lesser Colony (Thera).

Reverse the direction *from* Atlantis, and remember to tell the captain to go one-*tenth* the distance specified in the Lost Dialogue.

Where can I get a new diving suit?

You don't need a new one; you just need to fix the old one.

Explore the dig site up in the mountains.

The Nazis have left slim pickings here, but there's a tire repair kit lying on the ground next to the truck.

Once you're aboard the salvage boat, use the tire repair kit on the diving suit.

Just exactly how does one use a diving suit?

First, make sure you'll have an air supply. Use the air-hose with the repaired suit. Then, simply use the diving suit.

When Sophia takes over, have her use the hoist with Indy in the diving suit.

Just exactly how long can Indy hold his breath?

Not nearly as long as Guybrush Threepwood can.

Three minutes. Honest.

Better head for Atlantis. It's got to be through one of those openings.

Hurry.

Objects

<i>Object</i>	<i>Where Found</i>	<i>How Used</i>
business card	Monte Carlo	use to impress Omar's servant
bamboo stick	Omar's house	use to knock hanging cloth off clothesline
map	Omar's house	show to nomads to find desert dig site
blackbird statue	Omar's house	useless on this path, but rather nice just to carry around
Omar's statue	Omar's house	useless on this path, but rather nice just to carry around
clay jar	desert dig site	there's an orichalcum bead inside it
orichalcum	desert dig site	use to power Atlantean devices
ship rib	desert dig site	use to clear away various bits of rubble
spark plug	desert dig site	useless on this path
wooden peg	desert dig site	use in hole in mural, to hold Sunstone
Sunstone	desert dig site	helps unlock Atlantean doors
statue head (Zeus)	labyrinth	use to open weight-activated doors
statue head (Apollo)	labyrinth	use to open weight-activated doors
statues head (Ares)	labyrinth	use to open weight-activated doors
Moonstone	Cretan dig site	helps unlock Atlantean doors
staff	labyrinth	activates elevator to gold box room
orichalcum	labyrinth	powers Atlantean devices

<i>Object</i>	<i>Where Found</i>	<i>How Used</i>
gold box	labyrinth	lead-lined; shields orichalcum from orichalcum detector
stalactite	labyrinth	use to lever boulder onto Arnold
amber fish on a string	labyrinth	detects presence of orichalcum
Worldstone	labyrinth	helps unlock Atlantean doors

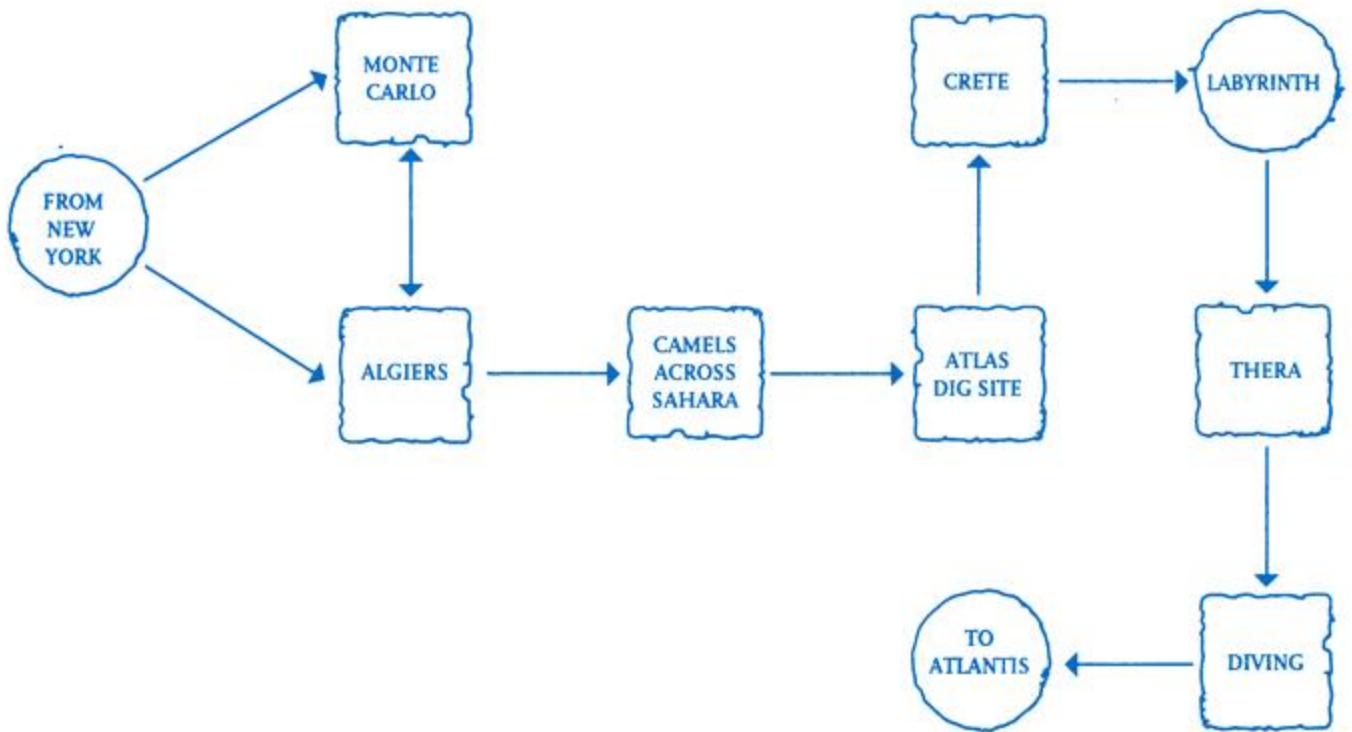
IQ Points

<i>Accomplishment</i>	<i>Points</i>
Finding Trotter*	3
Getting Paul to go to Omar's house*	3
Following Paul to Omar's house, with fez*	5
Knocking out Nazi at Omar's house	4
Whipping pot onto Nazi at Omar's house	8
Knocking out a Nazi in the desert	4
Riding camel to Desert Dig Site*	10
Starting Desert Dig Site generator*	6
Opening Desert Dig Site secret slot*	5
Revealing Desert Dig Site mural*	4
Opening Desert Dig Site secret door*	7
Whipping gun from Desert Dig Site Nazi	7
Knocking out Desert Dig Site Nazi	7
Floating Balloon to Crete	4
Opening Labyrinth*	9
Getting third bust*	6
Opening gate with three busts*	2
Going down elevator with statue head*	5
Climbing chain behind waterfall*	5
Going up labyrinth elevator with staff*	6
Activating robot in map room*	10
Finding Crete Dig Site Moonstone*	10
Pushing door open in room before room you swing across	1

<i>Accomplishment</i>	<i>Points</i>
Swinging across pit in labyrinth	5
Knocking out Klaus	4
Knocking out Hans	6
Taking out Hans with slab	10
Knocking out Franz	5
Knocking out Otto	4
Knocking out Kurt	3
Knocking out Karl	3
Knocking out Anton	7
Taking out Anton with stalactite	9
Knocking out Arnold (extremely difficult)	10
Taking out Arnold with boulder	9
Searching Arnold	3
Finding Sophia's pit in Labyrinth	10
Pulling Sophia out of Labyrinth pit	6
Arriving at Thera*	2
Hiring salvage boat	3
Arriving at correct salvage boat location	10
Assembling diving suit	5
Walking into Atlantis	10

* Can be accomplished on more than one path; added to Total Points the *first time* only.

Fists Path



Atlantis

HINTS

Dark Room

Here I am, feeling my way around in the dark again. What now?

As usual, you *can* feel around and identify a few of the objects here.

For example, there's a wood thing near the bottom of the screen, just under the archway.

Head a little further to the right, and you'll find some rubble — use the ladder on the rubble to get to the “stone things” up there.

So, what about this stone box here?

Go ahead. Open it.

Examine the metal rod you'll find inside.

Like so many of the other Atlantean artifacts with which you've dealt lately, the metal rod has a mouth. Feed it.

Use a bead of orichalcum with the metal rod.

I set the three locking stones to the standard combination, but nothing happened!

The Lost Dialogue points out that “final entrance yielded only to contrary minds”.

Set the three locking stones to the standard combination, then turn each stone 180 degrees before clicking on the spindle.

Now, stuff another orichalcum bead into the statue's mouth.

Outer Ring

How do I get to the rooms that don't have any visible entrances?

Many of the other rooms have grates set in their walls; grates lead to rooms that couldn't otherwise be entered.

How do I get the cup from the statue on the other side of the hole?

You'll have to come up with a way to get across the hole.

Use the ladder on the hole.

What should I do about the Nazi guarding Sophia?

It is practically impossible to beat up this fellow.

Have you gotten to the vent that's next to the sentry statue? If so, read on ...

The sentry statue is yet another Atlantean artifact. It's powered by orichalcum.

Pop an orichalcum bead into the sentry statue.

What do I do in the lava room?

Borrow a cup of lava.

You *will* have to find some way of diverting the lava flow.

Use the cup on the pedestal, then use the statue head on the plaque.

What do I do in the crab room?

Well, you could try to catch a crab.

For that, you'd need a trap... and some bait.

Use the gum, cold cuts, bread or submarine sandwich in the rib cage, then put the baited cage into the pool.

If for some reason you don't have any of the above ingredients, you're going to have to beat up one of the guards and take his lunch.

What do I do in the machine room?

First you'll have to put the machine back in working order.

Use the bronze spoked wheel on the peg above the statue.

There's a funnel way up at the top of the machine.
Maybe this thing is some kind of factory.

Have you got a cup of lava? If so, read on ...

Use the cup with the funnel. Look in the dish under the statue's mouth.

How do I open the large double doors in the sentry room?

First, you have to get rid of the water.

Remember what happened with that eel sculpture in Iceland? Try a variation here.

Use an orichalcum bead in the eel sculpture.

Now, all you have to do is open the doors. Take a closer look at the fish statue.

Use another bead of orichalcum in the fish statue.

Where do I find more orichalcum?

Fortunately, now you're in Atlantis, Orichalcum Capital of the World.

The machine room contains the orichalcum factory.

How do I get Sophia out of the cage?

Pick up the cage door. Trust me.

OK, so Sophia doesn't trust the door. You'll have to
give her something with which to brace the door.

If you've found the hinge pin in the inner ring, read on ...

Before you pick up the cage door, give the hinge pin to Sophia.
Now lift the door, and tell Sophia to brace the door with the hinge pin.

Canal

How does one make friends with an octopus?

One doesn't. But one could try to *distract* an octopus.

Octopi like seafood. Especially crabs.

Trap a crab (in the crab room in the first ring), then give it to the octopus.

Indy says the crab-like raft isn't operational!

It, too, is powered by orichalcum.

Use an orichalcum bead with the crab mouth.

How do I unlock the gates?

Look at the spindles above the gates.

Maybe one of the locking stones would fit.

In the first chamber, the Sunstone will unlock both gates.

The canal is circular; as you go further from the starting chamber, the spindles get smaller, so use the smaller locking stones.

Middle Ring

How do I open the door in the middle ring?

You'll have to repair the sentry statue.

Use the ladder on the sentry statue, then open the chest plate. Now, when you look at the chest plate, you'll be able to repair the robot.

I still can't figure out how to fix the sentry statue.

Are you sure you have all the parts? You need the bronze gear, the bronze spoked wheel, the robot part (from the sentry robot in the dungeon), and the crescent-shaped gear.

There's a diagram on the cupboard where you found the crescent-shaped gear. It details where each part should be placed.

Note that *two* of the parts go on the center peg.

Put the bronze spoked wheel on the center peg; put the robot part on top of it. Put the crescent-shaped gear across the two right-hand pegs. To move the arm *forward*, put the bronze gear on the upper left peg. To move the arm *back*, put the bronze gear on the lower left peg. Now, feed it an orichalcum bead.

So, I got the robot working. The door still isn't open.

Since the robot's right arm is shattered, you'll have to rely on its left arm to open the door.

This means you'll need to connect the door to the left arm.

Use the chain with the bronze loop on the door. Set the sentry's left arm to its forward position (bronze gear on the upper left peg), then use the other end of the chain with the left arm. Now move the bronze gear to the lower left peg and move the arm.

Sophia's getting really, really weird. Should I worry?

Yes.

That necklace is taking control of her mind.

Better figure out how to get it away from her.

I don't think Nur-Ab-Sal is going to let Sophia hand over that necklace ...

No, you'll have to trick her.

First, look at Sophia. Next, use a bead of orichalcum in the medallion's mouth.

When Sophia holds up the necklace, use the opened gold box with the necklace.

I suppose using a bead of orichalcum in the hulking machine's mouth would power it up. Right?

Right.

We just put that in because we like to be thorough.

That's nice. Lights flashing, blades spinning...
does the hulking machine do anything else?

It moves... if you can figure out how to steer it.

You'll need something to replace the missing levers in those slots on the left.

Use the hinge pin (from the door you pulled down)
and the scepter (from the room with the lava pit).

Check the diagram on the wall in the corridor. It shows how to get the machine moving. The diagram on the floor next to the hulking machine shows how to stop it.

Inner Ring

These doorways are very confusing... where am I trying to go?
And how do I get there?

The connections between the doors *can* be mapped (some of the doors lead to one-way ramps). Don't forget to investigate the longer stairways.

Or you could use the map on page 66.

Only one of the doors gives access to the steps in the foreground...
that's where you want to go.

How do I get across the lava crust?

The disappearing lava always behaves in the same way; see if you can deduce the rule.

Whenever Indy steps on a chunk of lava, the piece immediately in front of him will disappear. If you choose carefully, you'll always be able to find a way across.

Try to walk towards spots that are already open.

The locking stone settings from the Lost Dialogue don't seem to work here!

The last paper-clipped page of the Dialogue talks about "making many freaks of nature *at times when the celestial spheres were well aligned.*"

There's a giant representation of locking stones on one of the walls in the lava maze.

Set the locking stones to match the configuration shown on the lava maze wall.

Uh-oh. How do I talk Ubermann out of turning
Indy into a hideous deformed monster?

Look at it this way: if the experiment succeeds, Ubermann is toast.

Maybe somebody should tell him that.

After Kerner's gotten his, when Ubermann orders
Indy onto the platform, use dialogue path 3/2/3/4/3/2/1.

Objects

<i>Object</i>	<i>Where Found</i>	<i>How Used</i>
ladder	dark room	use for climbing
metal rod	dark room	powered by orichalcum, lights rooms
rib cage	first ring	use with gum, bread, cold cuts, submarine sandwich, or bratwurst to bait crab trap
statue head	first ring	use to divert lava flow into cup
cup	first ring	use to catch and carry lava
bronze gear	first ring	use to repair sentry statue in middle ring
eel sculpture	first ring	power with orichalcum bead to steam away pool of water in sentry room
bronze spoked wheel	first ring	use as replacement part in machine room; later, use to repair sentry statue in middle ring
bratwurst	first ring	use with rib cage to bait crab trap
robot part	first ring	use to repair sentry statue in middle ring
crescent-shaped gear	middle ring	use to repair sentry statue in middle ring
hinge pin	inner ring	helps free Sophia from cage; use as lever on hulking machine
scepter	inner ring	use as lever on hulking machine

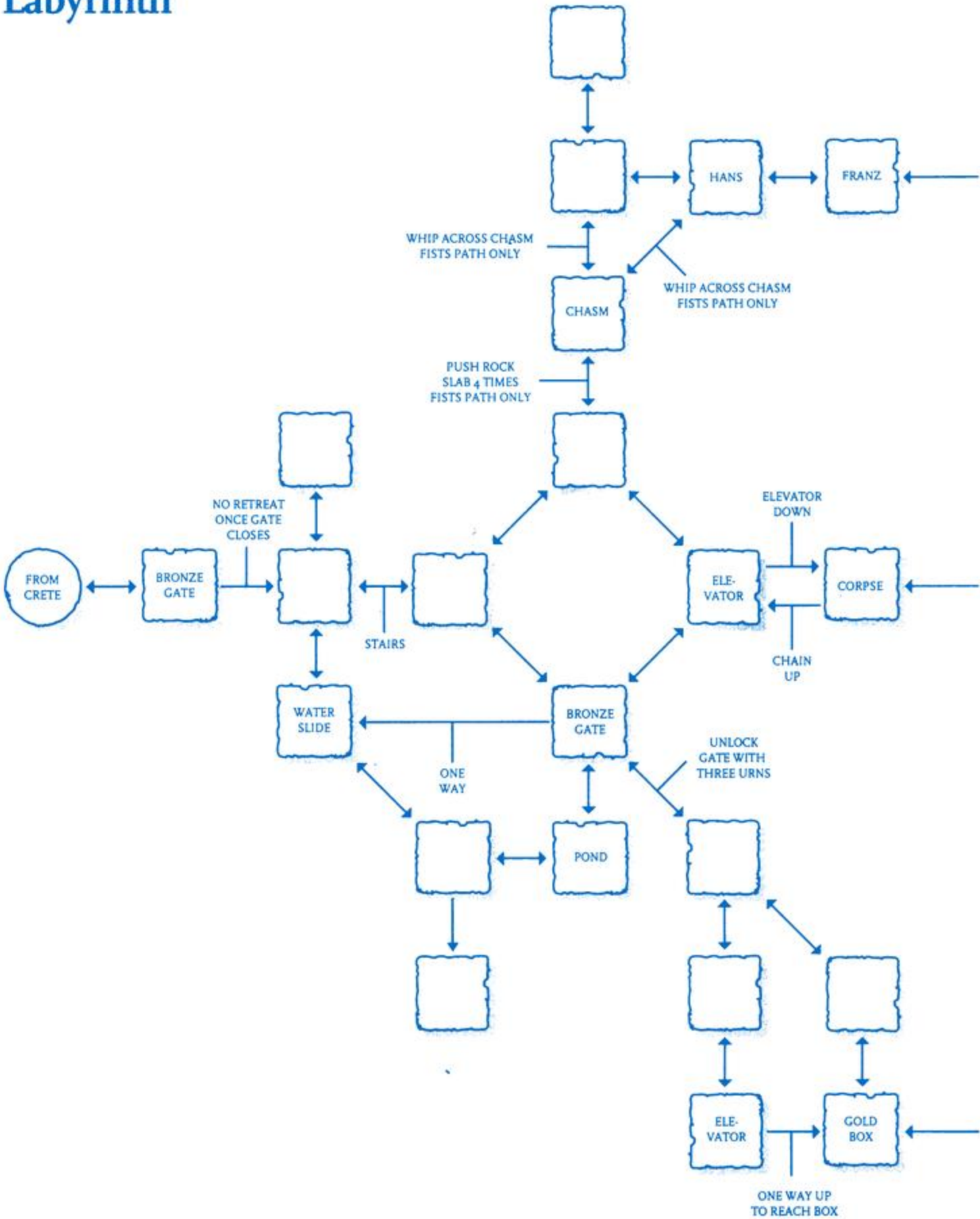
IQ Points

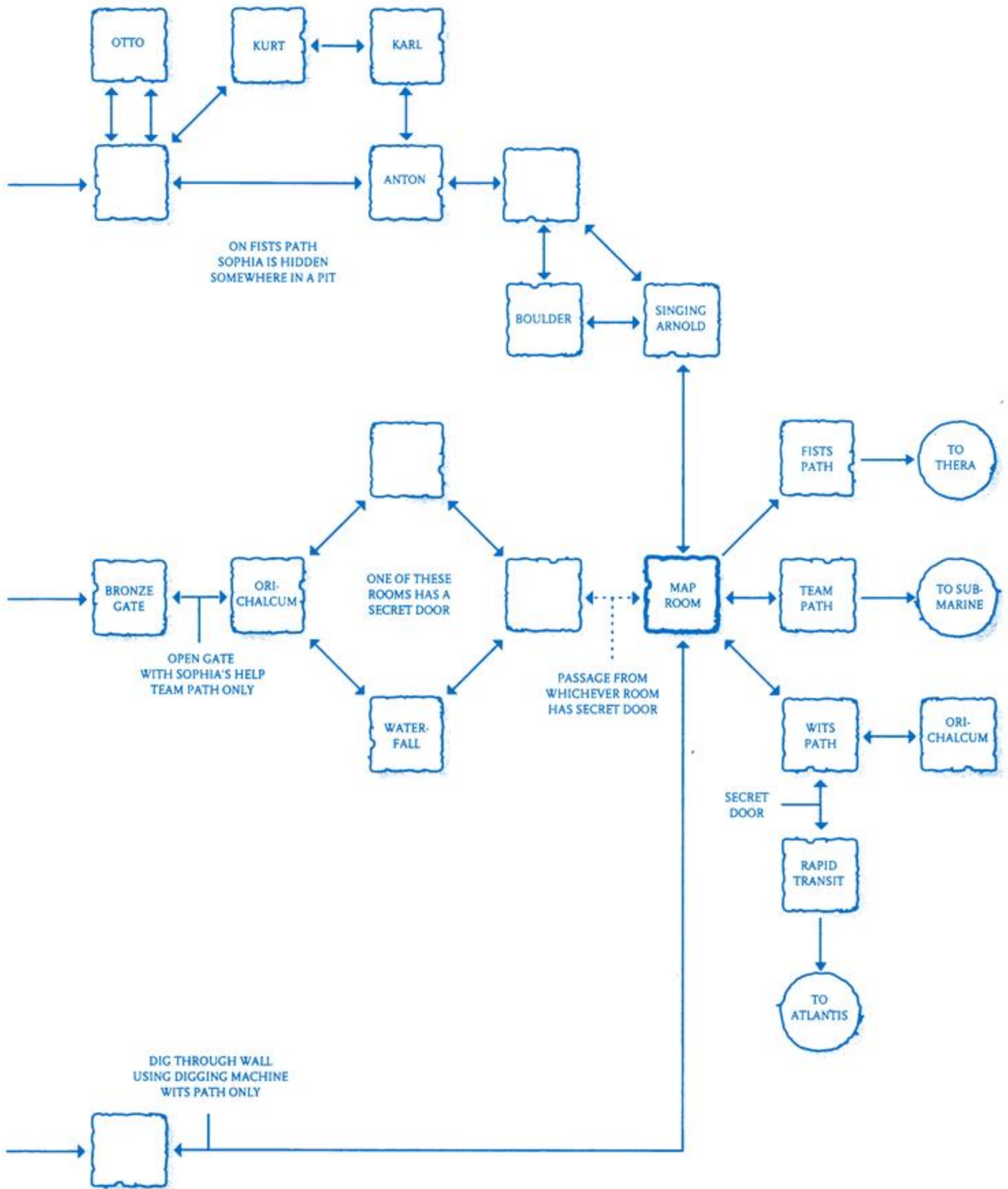
<i>Accomplishment</i>	<i>Points</i>
Getting ladder in place in dark room*	7
Getting light wand*	7
Lighting dark room*	3
Solving dark room locking stone puzzle*	10
Opening door in dark room*	5
Knocking out guard in northwest quadrant (only works once)*	5
Knocking out guard in northeast quadrant (only works once)*	5
Knocking out guard in southwest quadrant (only works once)*	5
Knocking out guard in southeast quadrant (only works once)*	5
Getting bronze gear*	8
Getting bronze spoked wheel*	10
Getting robot part*	6
Getting statue head*	8
Getting cup*	7
Getting lava into cup*	9
Putting bronze spoked wheel on orichalcum factory*	8
Making orichalcum*	10
Baiting rib cage*	7
Trapping crab*	9

<i>Accomplishment</i>	<i>Points</i>
Boiling water at sentry door*	10
Opening sentry door*	6
Feeding octopus*	10
Starting crab-like raft*	7
Opening first barred door while on crab-like raft*	7
Getting crescent-shaped gear*	6
Opening door to middle ring*	14
Getting hinge pin*	5
Getting scepter*	5
Using robot on dungeon guard*	7
Knocking out dungeon guard (extremely difficult)*	7
Rescuing Sophia in dungeon*	9
Getting necklace from Sophia*	10
Starting digger ride*	7
Crashing digger out of middle ring*	7
Getting through inner ring door maze*	8
Hopping over lava*	6
Starting hub machine*	10
Surviving hub machine*	25

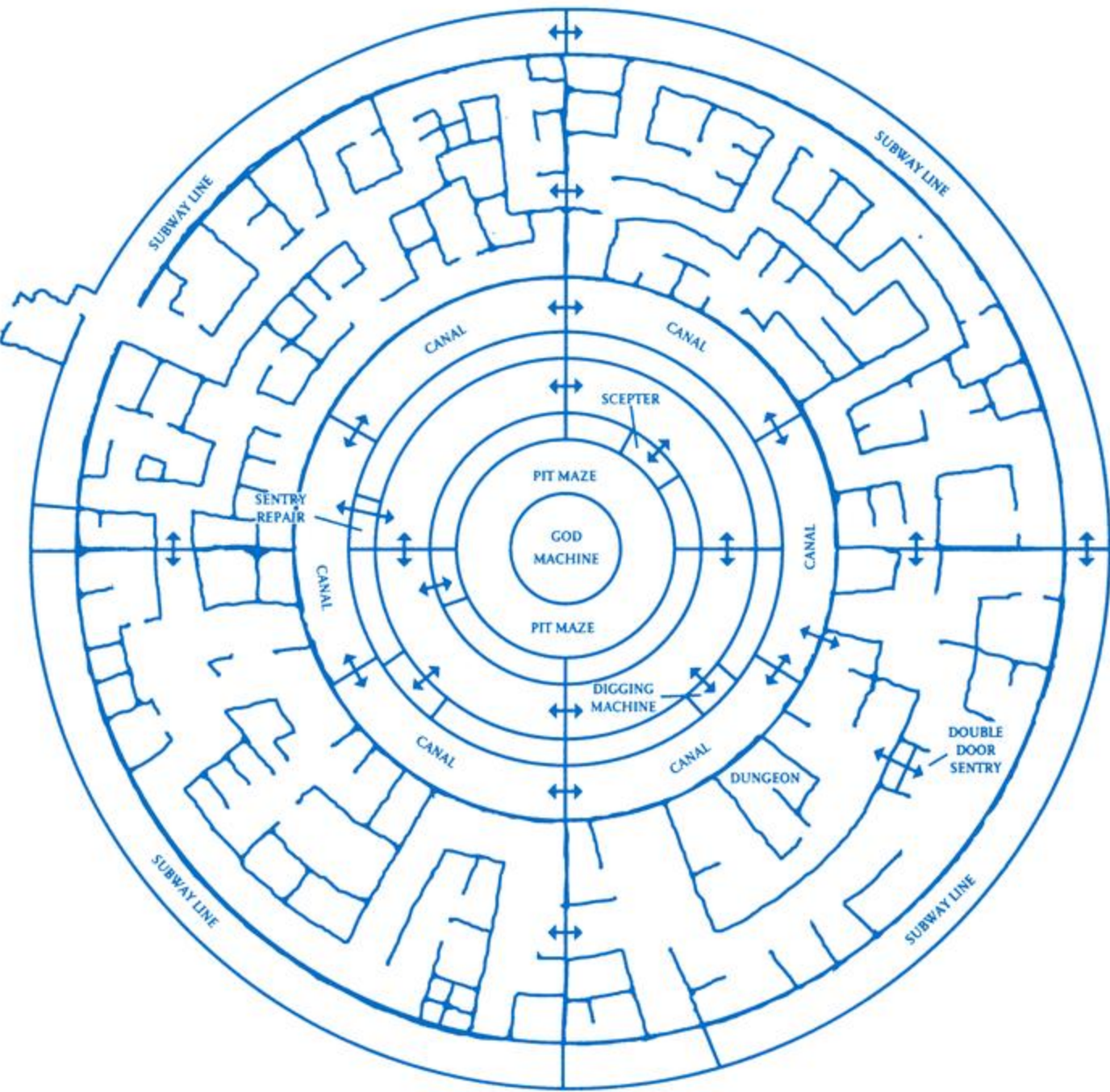
* Can be accomplished on more than one path; added to Total Points the *first time* only.

Labyrinth





Atlantis



INDIANA JONES[®]

and the
FATE of ATLANTIS[™]

1939 – the eve of World War II. Nazi agents are about to get their hands on a weapon more dangerous than the atom bomb. Only Indy can stop them before they unleash the deadly secret that sank Atlantis.



Indy and Sophia cross many paths on the way to rediscovering the lost continent.

- ◆ Point 'n click your way through fistfights, puzzles, balloon rides, car chases and Indy one-liners.
- ◆ Explore over 200 spectacular locations.
- ◆ Play and replay – three unique challenging paths to vanquish the Reich.
- ◆ Hear LucasArts' exclusive *iMUSE*[™] create a musical score that follows your every move.

Hint Book includes:

- ◆ Progressively detailed hints
- ◆ Hint sections for Team, Wits and Fists paths
- ◆ Detailed maps for all game locations
- ◆ Special sections for I.Q. points



Capture a Nazi sub and find Atlantis' secret air lock.

INDY IV HB



0 23272 30299 3

6260





This was brought to you

from the archives of

<http://retro-commodore.eu>